WHAT IS CLAIMED IS:

1. A system for providing video game specification data, comprising:

a display;

a control circuit for causing said display to display an interactive form containing data entry fields for inputting game specification data that specifies characteristics of a video game developed for a particular game platform.

2. The system according to claim 1, wherein one or more of the data entry fields have data validation rules associated therewith.

3. The system according to claim 1, further comprising:

a procedure that is executable to generate a CRC from a ROM image of the video game.

4. The system according to claim 1, further comprising:

a procedure that is executable to split a ROM image of the video game.

5. The system according to claim 1, further comprising:

a procedure that is executable to merge a file with a ROM image of the video game.

6. The system according to claim 1, further comprising:

a procedure that is executable to adjust the size of a ROM image of the video game.

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1 `7. A method for providing video game specification data, comprising:

2 displaying on a display an interactive form containing data entry fields for

3 inputting game specification data that specifies characteristics of a video game developed

4 for a particular game platform; and

5 entering game specification data into the data entry fields; and

6 validating the data entered into the data entry fields.

1 8. The method according to claim 7, further comprising:

2 executing in response to a user input a procedure to generate a CRC from a ROM

3 image of the video game.

1 9. The method according to claim 7, further comprising:

2 executing in response to a user input a procedure to split a ROM image of the

3 video game.

1 10. The method according to claim 7, further comprising:

2 executing in response to a user input a procedure to merge a file with a ROM

3 image of the video game.

1 11. The method according to claim 7, further comprising:

2 executing in response to a user input a procedure to adjust the size of a ROM

3 image of the video game.

1 12. A game submission system, comprising:

2 ` communication circuitry for receiving video games and video game specification

3 data submitted thereto over a communications network;

4   a memory for storing routing information; and

5   processing circuitry for routing data regarding submitted video games and video

6 game specification data in accordance with the routing data.

1   13.   The game submission system according to claim 12, wherein the

2 communications network is the Internet.

1   14.   The game submission system according to claim 12, wherein the memory

2 further stores status data regarding the status of submitted of video games and video game

3 specification data, the status information being accessible to remote computer terminals.

1   15.   The game submission system according to claim 12, wherein the data

2 regarding submitted video games and video game specification data comprises a

3 notification of receipt of the submitted video game and video game specification data.

1   16.   The game submission system according to claim 12, wherein the data

2 regarding submitted video games and video game specification data comprises the

3 submitted video games and/or the video game specification data.